JOB SHEET 2-4-33
CHAINING USER FUNCTIONS

INTRODUCTION

A User Function is limited to 31 commands for each User Function. You can opt to make the last command one which accesses another User Function. This is helpful for many purposes including extending work space for a User Function beyond 31 commands or having a User Function access itself to create a loop effect. Another option is chaining together User Functions. This allow one User Function to display products and calling (chaining) another User Function to manipulate the products. This way only one User Function needs to be defined to do all the manipulating of products.

OBJECTIVE

Create a User Function that places maps in foreground on a 4-panel display and then chain it to another User Function.

REFERENCE

NWS EHB 60531-1, USERS GUIDE: PUP/RPGOP, Section 11.0

PROCEDURE

USER FUNCTION 5.

1.   From the **User Function Menu**, type **D,5,MAPS_FOREGRND/MAG8X_4PNL_LEFT** and press **RETURN**.

   -    This User Function puts all maps in the foreground in a four panel display for the left screen.

2.   At the command line, type **U,W,10** and press **RETURN**.

   -    The wait command, the first line of this User Function, allows a little time for the User Function we are chaining to complete any steps not finished. This wait may need to be shorter if the chained User Function displays only a few background maps or longer if it displays several. Wait times can be up to 3600 seconds.

USER FUNCTION MENU

COMMAND: **U,D,5,MAPS_FOREGRND/MAG8X_4PNL_LEFT**
FEEDBACK:

1

Enter command.

(E)XECUTE, <UF#>,<rpg>
(C)ANCEL EXECUTION
(D)EFINE, <UF#>, <title>
(EN)D DEFINE AND EXAMINE *,   (E)ND UF
                                                    <UF#>, **[**User Function # to receive control**]**
(W)AIT, <SECONDS>
(EXA)MINE,   (T)ITLES
                          <UF#> * **[**Examine and edit**]**

   *Note: Edit commands are available when the User Function Examine screen is
                      displayed.

USER FUNCTION MENU

COMMAND: **U,W,10**
FEEDBACK:

2

Enter command.

(E)XECUTE, <UF#>,<rpg>
(C)ANCEL EXECUTION
(D)EFINE, <UF#>, <title>
(EN)D DEFINE AND EXAMINE *,   (E)ND UF
                                                    <UF#>, **[**User Function # to receive control**]**

(W)AIT, <SECONDS>
(EXA)MINE,   (T)ITLES
                          <UF#> * **[**Examine and edit**]**

   *Note: Edit commands are available when the User Function Examine screen is
                      displayed.
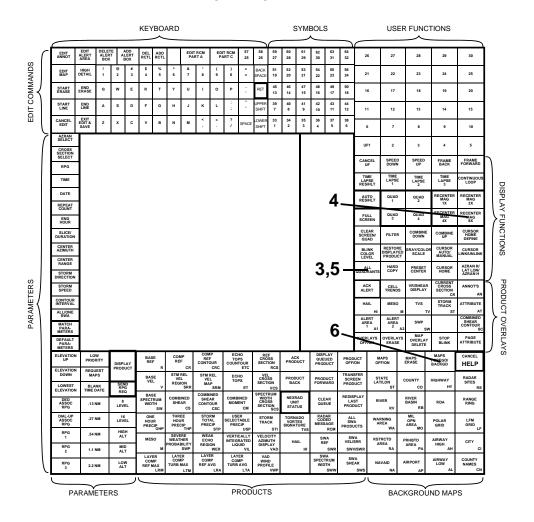
At the Graphic Tablet with the **LEFT** puck button:

3.   Select **All QUADRANTS**.

4.   Select **RECENTER/MAG 8X**.

 -        This command centers on a storm of interest and magnifies it 8 times.

5.   Select **ALL QUADRANTS**.

 -        Remember the All Quadrants box always defaults to one quadrant mode after the command is executed.

6.   Select **MAPS FOREGD/BACKGD**.

At the Applications Terminal:

7.   Type the command line to read **U,EN,E** and press **RETURN.**

 -        This ends User Function 5 and displays the contents of the User Function on the Applications Terminal screen.

GRAPHIC TABLET

PARAMETERS   PRODUCTS   BACKGROUND MAPS

EXAMINE/EDIT USER FUNCTION

COMMAND: **U,**
FEEDBACK: **UF 5 DEFINITION COMPLETE**

EDIT CMDS: [EACH EDIT CMD MUST BE PRECEDED BY '(U)SER FUNCTION',]
(DEL)ETE,<LINE#>   (R)EPLACE END, [(E)ND OR <UF#>]
(I)NSERT,<LINE#>   (REN)AME UF TITLE,<NEW TITLE>

1.   U,W,10
2.   ALL QUADRANTS   L
3.   RECENTER/MAGNIFY 8X   L
4.   ALL QUADRANTS   L
5.   MAPS FOREGROUND/BACKGROUND   L
6.   **U,EN,E**

7

CHAINING USER FUNCTION 4 TO USER FUNCTION 5

Assume that we decide we always wanted our maps in foreground. We can either rewrite or edit User Function 4 or simply chain UF4 to UF5. In this example lets edit User Function 4 and chain it to User Function 5.

8.   At the Main Menu, type **U** and press **RETURN**.

-     The User Function Menu displays.

9.   Type **EXA,4** and press **RETURN**.

-     User Function 4 displays allowing you to either Examine or Edit it.

10.   Type **REN,LOWEST_FOUR_REF_LEFT_54NM** and press **RETURN**.

-     The title for User Function 4 is renamed.

11.   Type **DEL,5** and press **RETURN**.

-     This command deletes line 5 from User Function 4.

12.   Repeat the command **DEL,5** until **U,EN,E** is on line 5 of the User Function.

13.   Type **R,5** next to the "U" and press **RETURN**.

-     This (**R**)eplaces our **E**nd command with a command to go to UF<u>5</u>. Instead of User Function 4 ending it goes to User Function 5 and performs the actions listed. Note the feedback message.

14.   At the Graphic Tablet, select a **BASE REF** product on either screen and select a point of interest.

15.   To execute, at the Main Menu, type **U,E,4;** and press **RETURN**.

-     Note that the User Function displays, however this time the maps are placed in the foreground and magnified eight times due to User Function 5. Note that User Function 5 can be chained to any User Function requiring magnification and the map foreground/background toggled.

-     Remember once maps are put in either foreground or background, they remain in that position until the "MAPS FOREGD/BACKGD" box is selected or the PUP is rebooted. Once rebooted, the background maps default to being in the foreground. The display then stays that way until the "MAPS FOREGD/BACKGD" is again selected.

END

8
9
10
11
12
13

EXAMINE/EDIT USER FUNCTION 4: LOWEST_FOUR_REF_LEFT_54NM

COMMAND: **U,**
FEEDBACK: **END COMMAND REPLACED**

EDIT CMDS: [EACH EDIT CMD MUST BE PRECEDED BY '(U)SER FUNCTION',]
                  (DEL)ETE,<LINE#>   (R)EPLACE END, [(E)ND OR <**UF#**>]
                  (I)NSERT,<LINE#>   (**REN**)AME UF TITLE,**<NEW TITLE>**

1.   D,G,R   L1
2.   D,G,R   L2
3.   D,G,R   L3
4.   D,G,R   L4
5.   **U,EN,5**

15

USER FUNCTION MENU

COMMAND: **U,E,4;**
FEEDBACK:

Enter command.

(E)XECUTE, <UF#>,<rpg>
(C)ANCEL EXECUTION
(D)EFINE, <UF#>, <title>
(EN)D DEFINE AND EXAMINE *,   (E)ND UF
                                   <UF#>, [User function # to receive control]
(W)AIT, <SECONDS>
(EXA)MINE,   (T)ITLES
                    <UF#> * [Examine and edit]

   *Note: Edit commands are available when the User Function Examine screen is
               displayed.